

Thesis outline

*z-buffering, an informal inventory of avant-garde
imaginery of 20 and 21 century.*

LBDM artwork research

The process that guides the thesis is my camera work investigation, focused this year in the possibility of create a 360 hologram to be projected in a smoke saturated medium.

Through the highlights of the research I'll link a bunch of topics regarding contemporary. The hologram experiment is therefore a touchstone that gathers these concepts of modern videography:

1. 360 degrees view.
2. Z-buffering.
3. Metadata (Multi-layered data).
4. New screening devices.
5. 3d features (stereoscopy, stereograms).
6. Optical challenges and new devices.
7. Freeze frame, bullet time, frozen time.
8. Augmented reality.
9. Sampling.

Driven by my research on experimental moving images and screening devices I propose to catalogue a bunch of ideas regarding aesthetics on contemporary imaginery. Is my will to present the thesis as a reference book primarily focused on media design and stand out the ground of modern videography/iconography.

This inventory allows me to analyze the actual conception of images, where the ideas come from and where and how are they being aimed, so I'm also gathering past outcomes and new challenges on images.

Far from being a methodical history research, my idea is drive the data I want to compile through my own experiences, memories and concerns, no necessary contrasted and argued as a scientific research but much more as a DIY epistemological analysis. My work on LBDM, focused on space-time coordinates on moving images, is the *leit motiv*, which articulates a collage of text and images.

As a writer I'm using "chips" as the main tool. Each chip is basically a reference of artwork, both text or images, or a self-made paragraph analyzing a specific idea. For that purpose I'm collecting data through these tools:

1. Keywords; dictionary definitions and musings: metadata, faith, oligarchy, solipsism, hypertext, subvert, triangulate, mapping, time warp, message, sampling, epistemology, ubiquity, hypertext, machinima, etc.
2. References; images and video references. (I pretend to implement the video references on the book using QR codes, which is also a highlight of my research as contemporary "coin": value + message, hypertext).
3. Art's theory highlights. Due to my background is based on fine art studies I'll analyze all those ideas from the specific perspective of art's theory and parallel documents as sociology, anthropology, philosophy and literature.
4. Memories. Previous practices, thoughts and childhood stories. I want to refine my self-statement using an autobiographic strategy, empathizing the author of the work.

I'm interested in juxtapose "chips" from one field to the other and establish historical permanence of ideas, specially in mass communication tips. I believe that through humoristic oriented deductions I'll be able to set up a didactic travel on imaginery outcomes as well as establish an useful terminology // encyclopedia of my selected keywords on contemporary aesthetics.

